

ALL AGES
ENTERTAINMENT

GHOSTBUSTERS

£2.99



RIKSOFT

BY MASTERTRONIC

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Has anybody seen a ghost? Matter of fact you they have!
At this very moment hundreds of ghosts are making their
way to the infamous speak central

Only you can save the world from a disaster of biblical
proportions.

So go and show 'em how you do it downtown!

GHOSTBUSTERS



LEI



RISCNET



Press **PAUSE** on the tape recorder. Hold down the **SHIFT** and **OPTION** keys on your **AT&T** computer when turning on your machine. After you have heard a "beep" press the **RETURN** key. The program will start loading. This should take several minutes.

- After several seconds, the program title should appear. After a minute or so, a full title screen will appear, displaying approximately four minutes.
- Press **ENTER** to go to the character screen—see **CHARACTERIZATION MARCHING**. Once you have entered your name and account status you will proceed automatically to the vehicle selection screen—see **CHARACTERIZATION VEHICLE SELECTION**.
- To pause the game, press **H**. To resume, press **ENTER**.
- To reset the game, press **SHIFT** and **ESCAPE**.
- To return to the vehicle selection, press **ESCAPE**.

CHARACTERIZATION MARCHING

To begin your **Characterization** franchise, you will need to go through a series of screens entering the equipment for the franchise. When you leave the **Characterization** logo screen by pressing **ENTER**, you will enter the first franchise entrance screen. The computer will post out a message in English: when it has done, you should enter your name, last name first, and press **ENTER**. The computer will then ask you in English if you have an account.

Enter the letter **Y** and press **ENTER**. At this point the computer will ask you what your account number is, and you should enter that number. The computer will then go into the vehicle selection screen, and the amount you have in your account will be displayed in whole numbers on the screen.

If you do not have an account:

Enter the letter **N** and press **ENTER**. At this point the computer gives you \$10,000 in instant up account, and you proceed to the vehicle selection screen.

CHARACTERIZATION VEHICLE SELECTION

You are now presented with the option of four different vehicles to use during the game. You may enter any one of the cars by pressing the space bar on your Amstrad, pressing the space bar on your Amstrad, pressing the number of the car you wish to use, and

pressing ENTER, or you may purchase any of the cars simply by pressing the number of the car you choose, and pressing ENTER.

The four cars which are available are as follows:

1. The compact, with a cost of \$2,000 carries five items of cargo and has a top speed of 75 miles per hour.
2. The 1903 hearse costs \$4,000, carries nine items of cargo, and has a top speed of 90 miles per hour.
3. The station wagon costs \$6,000, carries 11 items of cargo, and has a top speed of 110 miles per hour.
4. The high performance car costs \$15,000, carries seven items of cargo, and has a top speed of 180 miles per hour.

When you have decided which car you want, and have purchased it, you will move onto the equipment selection screens.

EQUIPMENT SELECTION SCREENS

Screen 1: Monitoring Equipment

In this screen, you can purchase the PS energy detector, image intensifier, and marshmallow sensor. The amount of money you have remaining, after purchasing your car, is displayed in the upper right corner of the screen in white numbers. Each of the items on this screen has a cost displayed in the right hand column, so you purchase items, the cost of these items will be deducted from the amount of money you had remaining.

Use the joystick to control the forklift and place the items you want in your car. To move onto the next equipment screen, type the number 2.

Screen 2: Capture Equipment

The items which can be purchased from this screen are Ghost Bait, Traps, and the Ghost Vacuum. **Note that traps are required, so you must purchase at least one trap.** The procedure for purchasing items from this screen is the same as for the monitoring equipment screen. To move on to the final equipment screen, type the number 3.

Screen 3: Storage Equipment

On this screen you can purchase the portable laser confinement system at a cost of \$6,000. (Be sure you have enough cash remaining in order to buy it.)

When you have purchased all the items you want for your franchise, type E and you will go to the city map portion of the game.

BUILDING A FRANCHISE

Follow instructions on the screen to buy and outfit your vehicle, to pick up and release supplies with the forklift, press the joystick button. Keep an eye on credit available (upper right corner):

- **PS ENERGY DETECTOR** warns of an approaching ghost, called a "Slimer", by tuning a building pink when you pass it.
- **IMAGE INTENSIFIER** makes Slimers easier to see when you are trying to catch them.
- **MARSHMALLOW SENSOR** warns you of the impending approach of the dreaded Marshmallow Men by tuning a building white when you're by it.
- **GHOST VACUUM** sucks up miscreant ghosts (called "Roamers") as you travel the streets of the city.
- **GHOST TRAPS** are what you use to catch and store Slimers. Each trap holds one Slimer. Without them you cannot earn money.
- **GHOST BAIT** attracts Roamers, which periodically gather to form the Marshmallow Men. Without BAIT you cannot stop them. (See IMPORTANT SAFETY TIPS below.) You get five dollars off cost when purchased!

■ **PORTABLE LASER CONFINEMENT SYSTEM** stores up Slimer in your vehicle. Never travel tooo back to GHD for more traps.

MAP SCREEN

A map of the city appears, with Zaul's horrible temple in the center and GHD at the bottom. Red flashing buildings indicate the presence of a Slimer.

- Guide your vehicle to red flashing buildings (using as short a route possible to reach building). As you do this, freeze any Roamers that are moving!! Do it by touching them.
- To position yourself at buildings directly above the street, push the button. To position yourself at buildings below the street, pull back joystick and push the button.

THE STREETS

Steer the vehicle at passing Roamers (if you have frozen any) and push the button to vacuum them up. This keeps them from getting to the Temple of Zaul. The city's PC energy reading jumps 100 for each Roamer that gets to Zaul.

BUSTING GHOSTS

When you arrive at the site of the disturbance, take the following steps with the joystick:

- Shoot the first Ghostbuster toward the center of the building and push the button to deposit the trap. Then move him to the far left of the screen, turn him towards the trap, and push the button again.
- The second Ghostbuster appears. Shoot him to the far right of the screen, turn him towards the trap, and push the button. Both Ghostbusters will power on their negative laser backpacks.
- Move your Ghostbusters inward to trap the Slimer between the streams. But do not - repeat, DO NOT - cross the streams.
- When you have the Slimer over the trap, push the button.

The trapped gub has it. (Be precise. Flyin' men, you know what will happen.)

- Every trapped Slimer increases your credit rating. The amount earned depends on how quickly you respond. Your accumulated credits is shown on the screen at all times.

IMPORTANT SAFETY TIPS

- Hit the SPACE bar during the game for a status report.
- Every escaped Slimer adds 300 to the city's PC energy level.
- Beware that onslaught of manmade monetary. When a MAJOR/MALICIOUS ALERT flashes at the bottom of the screen, the Roamers will quickly run to form-here. You must immediately hit the "B" key on the keyboard to drop a deluge of bait before he smashes any buildings.

END OF GAME: THE TEMPLE OF ZAUL

The game ends in one of three ways:

1. The Gatekeeper and Keymaster preformers at the Temple of Zaul and you have NOT earned more money than you originally started with.
2. Once the Gatekeeper and Keymaster have joined forces at Zaul, and you DO have sufficient credit you are not able to sneak two of your three Ghostbusters into the entrance of Zaul.
3. You successfully reach the top of the Temple of Zaul by sneaking two Ghostbusters into its entrance.